

April 04

From Epsilon Fleet Command

Hello Epsilon Fleet members and newsletter readers,

It always thrills me to write to this newsletter, because I am so proud to have a publication for Epsilon Fleet, for the members of Epsilon Fleet, and for the sims and hosts of Epsilon.

April fools has been an enjoyable day for me. I pulled a joke on the FSF Administration by sending in my resignation. People were up in arms for about 15 hours, until I announced it was only a joke. It was all in good humor, I too was on the receiving end of a fools joke, helmed by Epsilon Fleets own FSF Starla and her sneaky accomplice FSF Truce. April Fools allows us all, one time a year to pull fun jokes on one another... so to the drawing board I go for next years April fools joke.

With April before us I would like to take a look back on March, the recap special events and accomplishments for the fleet. Congratulations go out to Epsilon Station for receiving the FSF Sim Summary of the Month award. The Sim Summary of the month award is given to the sim who submitted the best sim summary recapping the sims storyline over the previous month. Kudos to FSF Starla and FSF Lowell for bringing that first ever FSF award to Epsilon Fleet.

Epsilon Fleet came in second place for the second time in two months for message board activity. This are noted by the total number of message board posts given to a fleets message boards including all ooc posts made to all sim lounges and briefing areas. Congratulations to all of Epsilon Fleet for their wonderful participation with our message boards.

Epsilon received a sim transfer, the USS Liberty joined the ranks of Epsilon Fleet, from Omega Fleet, only to be placed on hiatus at the end of the month due to poor member turn out, plans are in the works to revamp and re-launch the sim on a new day and time.

The hosts of Epsilon Fleet approved the nomination of FSF Celarnor as Epsilon Fleets newest Host Coordinator. Congratulations to Celarnor.

And last but not least, yours truly was out of service from March 9 - March 23. I was on a leave of absence for a minor surgery. I missed all of Epsilon Fleet in my absence and I am glad to be back. Good job to FSF Ashton as he filled in for me as Acting CO of the Fleet; good job Justin.

And now to all the readers of The E. This is our first issue since October of last year. Hopefully we will keep a steady release date, currently slated for the ninth day of each month, give or take a day or two. We want your feedback and comments on the newsletter, so please feel free to stop by the Epsilon Fleet Staff page and either e-mail The E Newsletter Editor or me. Enjoy this issue, see ya next month.

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Joe Ferguson
Commanding Officer
Epsilon Fleet

FSF JFerguson's Leave of Absence

Epsilon Fleet's Commanding Officer - Joe Ferguson took a Leave of Absence which started officially at the 9th of April and ended close to the 23th, the LOA was taken because of an important surgery. While on his LOA, Ferguson appointed FSF Ashton, Epsilon's First Officer, to Acting CO, Asking Joe about Ashton's actions he said "Ashton did a wonderful job Commanding Epsilon in my absence." This is surely the way a great team works at the Command of Epsilon. FSF Ashton is quite new to Epsilon but performed his duties greatly, "It was a good time, and it brought me closer to several hosts," says FSF Ashton when questioned about how his time as Commanding Officer was.

USS Liberty and Order of The Wands moved to Epsilon Fleet

Earlier this month two sims moved from Omega Fleet to Epsilon Fleet, the sims, "USS Liberty", "Harry Potter: Order of The Wands" were moved because of FSF Ashton a host in both sims has been appointed to be Epsilon Fleet Executive Officer. FSF Ashton tells us about the move "Hard on the Liberty, Order of the Wands is doing first rate, and we usually see more than 2 applications a week." We all hope for the Liberty to get better soon and get these sims to be two of Epsilon's finest.

New EF Host Coordinator

This month a new Epsilon Host Coordinator was approved by Epsilon's Simming Department, the new HC answers the name of FSF Celarnor. Joe Ferguson, Epsilon's CO, can only say good things, "I think, once fully trained, that he will do a fine job; but has yet to take up any responsibilities as HC because he has not fully been trained yet." Ashton said, "He has been a fast learner, and figured out what to do right away. He should be ready to help out soon." We wish FSF Celarnor good luck and a lot of congratulations are due to him on his new post.

Epsilon Station Wins Game Summary of the Month

Epsilon Station represented the Epsilon Fleet in the Game Summary contest of the FSF Weekly Buzz for March 2003, with it's special and unique sim summary, it won, giving pride to all of the fleet, FSF Starla, the CO of the Station told us a few words earlier this week on the winning, "Epsilon Station is a great sim, I was very excited when we won the sim summary award for February. I hope the FSF Community will take a look at our simulation.....WE RULE!!!", Hopefully Epsilon Station will keep being the Fleet pride and represent us for years to come.

Sim Summaries

UES Columbia Sim Summary. Hosts: FSF JFerguson, FSF Kimberlee.

After a devastating explosion that leaves the UES Columbia with her deflector array missioning and half her computer in disarray Captain Bredesen has no choice but to seek assistance from the fleet he commands. Under tow the Captain and crew begin the seemingly endless task of repairing the ship. Finally arriving in a quiet corner of space the fleet takes positions to protect the UES Columbia and the smaller supply vessels that will assist in the repairs of the ship Deflector dish. Captain Bredesen is amongst the repair teams. An explosion in mist the repairs send Captain Bredesen and Ensign Trias off the ships hull and out into open space. Cmdr Bourne the ships First officer launches a rescue/recovery team... timing is everything as the planet they are orbiting threatens to drag both Captain and Ensign to a fiery death. With a successful rescue both men are returned to sickbay, only to discover that Ensign Trias has died as result of his injuries and Captain Bredesen is far from out of danger. It is up to the ships medical staff to save the Captain, and her engineering team to save the ship.

USS Atlantis Sim Summary. Hosts: FSF Rob, FSF Rebel.

We were dispatched by StarFleet HQ to bring Ambassador R. U. Nasty to Ferenganar for a negotiation. On our way we were confronted by 2 Romulan warbirds. They informed us that the Ambassador was wanted on Romulus for War crimes against the Romulans. We sent a detail down to the surface to bring the ambassador. On route back to the ship a Romulan beamed to their location and in an effort to protect the Ambassador our Ops officer Lt Cmdr Jordan Greene was fatally wounded. Before we could bring the Romulan back to the ship he beamed back to his ship where he was being protected by the Commander of the lead Romulan warbird. A small battle took place and we convinced the Romulans to turn him over to us and that they would both be tried for their crimes. The reluctantly agreed and escorted us back to Earth until we explained that any them going any closer to Earth would surely get them blown out of the galaxy. They thanked us for our speedyness in bringing the ambassador back for trial and headed back to Romulus, We dropped of the two prisoners and began R & R when we were called back to begin our next mission.

Epsilon Station Sim Summary. Hosts: FSF Starla, FSF Lowell - Things Are Not As they seem

Epsilon Station's rumor mill was working overtime. News that Major Sessions, Marine CO, had been given a field promotion to Lieutenant Colonel AND the Station's Executive Officer title had spread like Vegan choriomeningitis on Gideon. While Commander Starpool had stepped up to assume the duties of Station CO, she was not given the advancement in rank. All sorts of exaggerations were circulating. Taking all this into account the fact of the issue was that our Away Team had lost 5 Marines and sustained numerous injuries. The rescue of our downed pilots had been successful, but at a high price. We did know one thing for sure, our adversary was Breen. Eyewitness accounts and shuttle recordings confirmed the same; there is no mistaking those Breen environmental suits. However, the Marine data scans were off, no clear-cut readings of Breen life signs. Yes, there were bits and pieces of their bio-signatures, however, strangely intertwined within unknown organic information. Could this be the result of the planet's polar storms, maybe? Another discrepancy was noted as the shuttle's visual recordings played. While the Breen were mercilessly striking down our AT with pinpoint disruptor accuracy, the liberated pilots traversed the deadly gambit nearly unscathed.

The Main Viewer hissed to life as the polar storms subsided significantly and our visual signal from the remaining probe began feeding thru. Albeit, spotty at best we could still make out some of the Breen silhouettes standing against the rough landscape near the Landing Zone. As the Breen figures moved slowly away, they deflated! Each one, as on queue, lost their headpiece---discarding it to the ground. Then, gradually, like a split balloon,.....the environmental suits emptied, laying lifeless in their tracks. There it was again! That **Odd signal** piercing thru the astonishment, causing everyone on the main deck to cover their ears.....OPS struggled to mute the shrill transmission, but it subsided as quickly as it came. The viewscreen faded to gray static, and our last probe ceased its broadcast. A warning klaxon sounded and again OPS was filled with the shrill sound of alarms. Consoles were literally vibrating with warnings. Someone had locked down main sickbay! No direct communications could be established; only an eerie-recorded message came thru. It was from CSEC - barely audible. He was straining to speak; a shrill high-pitched whine was drowning him out, **"IT WAS THAT ODD SIGNAL! "Commander -----intruders----everyone is unconscious down here -----the pi---lo"**.....the message ended abruptly.

The three rescued pilots had collapsed as some kind of smoky cloud came out of them. It shot out in many different directions and passed through people and they dropped unconscious! Main Sickbay started to serge with power and consoles exploded... circuitry fusing and becoming inoperable. Security immediately responded to the alerts, but could not gain access into the main medical facility.....all sensors and interior relays were off line - portable equipment was quickly set up. Environmental and back-up medical devices were online, however, all other sickbay systems had been demolished. Primary entrances and exits are locked down. Being a level 10 medical facility all turboLifts and access hatches are sealed by isolation protocols. Scans picked up strange substances that seemed to be enveloping the complete perimeter. Engineering beamed over cutting tools.....We have to slice our way in! Exactly 48 minutes later, the door was breached and a rescue team of EVA clad officers rushed in. Patients and staff were starting to awaken and it seemed the major casualty had been the medical facility. All the consoles were offline, as well as most non-critical systems. The three pilots were missing!

After the last planetary probe failed, Chief OPS and AOPS had been sent to Engineering to brainstorm a new communication strategy. It had been a while since their last update and for some strange reason Engineering wasn't answering their comms. Suddenly, warning klaxons sounded alarms that MAIN ENGINEERING was locking down..... **Intruder alert.....Intruder alert.....Intruder alert!** The same scenario that had just played out in sickbay was repeating in Engineering. Electromagnetic fluctuations as well as energy/matter signatures were insidiously covering the deck in a fog. All crew in the vicinity were soon unconscious, save for one. Ensign Dyno, an android, remained alert. Maybe we would finally get some answers!

Security rescue teams as well as a Marine unit responded to the emergency in Engineering. Along with the android's help, the department was quickly assessed and damage control begun. Just as things seemed to be settling down, the decks near main OPS shook. Simultaneously, blasts reverberated from locations all over the station; the hardest hit being Main Operations. RED ALERT was sounded as all COMMS went momentarily offline. While the Station's XO led a team of Marines into the heart of the blast, a very distressful automated alarm sounded. **"Secure Docking Bay---Docking Clamps have been breached!!! Unauthorized umbilical detachment!"** It was the Spitfire and she had been hijacked. A civilian aboard managed to get off a short message, **"Spitfire to Epsilon Station, we're down on the planet. There's a couple bodies on the bridge here that I cannot explain."**

The Android had made it to Secondary OPS and was powering up the consoles. Damage reports were received: Deck 8-12 Heavy damage, Deck 57-65 Hull breach, Heavy damage 2 space gates inoperable, Deck 246-260 Heavy damage, Deck 346-349 Heavy damage. Station's communications were back online, but iffy at best. Clean-up and disaster control teams were spread thin by the blasts. Most of the service personnel's attentions were being focused internally, however, someone needed to address the fact that a brand new prototype vessel had just fallen into enemy hands.

Interview

Interview with FSF Kimberlee, Epsilon Fleet long time member and host, USS Vastitude XO, UES Columbia XO.

Interviewer: Hello, good morning, how are you?

FSF Kimberlee: Good Afternoon. I 'm good thank you for asking

Interviewer: How much time are you a member of the Epsilon Fleet?

FSF Kimberlee: I've been a member of EF since June of 2003.

Interviewer: What sims are you hosting or being a member of? Tell us a bit about them please.

FSF Kimberlee: I host both the UES Columbia and the USS Vastitude. I also play a character on the Columbia. The rarity of these sims is that they are at opposite ends of the timeline in Startrek... the UES Columbia era being in the time frame of the Romulan wars... pre-Federation. And the USS Vastitude is post Dominion wars.. obviously at a time when the Federation as well as Starfleet is having troubles with support in the galaxy.

Interviewer: Tell us please about yourself?

FSF Kimberlee: I 'm 24 years old... about to be a single Mom. I live in Pennsylvania...

I 'm returning to school in the fall to work on my degree in Elementary Education and naturally I love EF.

Interviewer: First, Congrats, and good luck.

What are your intrests, hobbies?

FSF Kimberlee: Thank you.

Oh, there are so many. Animals, I love animals... working on my short stories... reading to my nephew. I love books... especially the classics.

Interviewer: What is the greatest thing you've accomplished from simming?

FSF Kimberlee: Getting reacquainted with my imagination... simming with people really helps my work in short stories.

Interviewer: What do you think of the EF? it's community, staff, simulations?

FSF Kimberlee: I think its a wonderful fleet. Its my home I started hosting here.

The staff is great, the hosts are some of my best friends... and the sims are the best in FSF.

Interviewer: What is the greatest mission you ever did in one of EF Simulation? I n what Simulation? and what was it about?

FSF Kimberlee: I have to say its the current mission on the Columbia.

We're currently knee deep in the Romulan War... attacks are popping up everywhere.

The Columbia just lost their deflector disk trying to signal their fleet of an impending attack.

We've had to find a cool corner to make repairs only to have complications and now our Captain is in surgery.

I enjoy this mission not only because of the excitement but because it keeps everyone on the ship busy, there is tons to do.

Interviewer: What are your goals in EF and FSF at general?

FSF Kimberlee: I 'd like to make Fleet command someday. Otherwise I 'm happy how I am.

Interviewer: How do you think you can help more?

FSF Kimberlee: Participating on the boards more... I 'm not overly fond of them but I really should pay them more attention.

And of course getting to know simmers better. They should know that they have a friend if they need one... not just a host.

Interviewer: What is simming for you? is it a part of your life? What part does it takes?

FSF Kimberlee: Simming is my escape.

Its my way to relax and be with my friends have fun. It does help with my creativity... and its the only place I get to see some people.

Interviewer: Ok, Thank you very much for this interview, have a great day.

Credits

Chief Editor: [FSF Tommy](#)

Interviewee: FSF Kimberlee

News: FSF JFerguson

FSF Ashton

FSF Starla

Sim Summaries: FSF Kimberlee

FSF Rebel

FSF Starla

Special Thanks: FSF Luke

FSF Morpheus

The End!